AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1.-8. (Canceled)

9. (Original) An image processing device comprising a character model and a polygon model for applying a transparency set to this character model, wherein said polygon model is applied to said character model and when applying said character model to this polygon model, the image processing of half transparency is performed for said character model based on said transparency data.

10. (Original) The image processing device according to Claim 9, wherein data for gradation processing, by which the transparency changes in order, is set for said polygon model, and when said character model is applied to said polygon model, the gradation processing of half transparency is performed for said character model.

11. (Currently Amended) The device according to Claim 9 or 10, wherein said character model is a projection image model corresponding to [[the]] an object.

12. (Original) The device according to Claim 11, wherein said projection model is a shadow model of the object.

13.   (Currently Amended)   The device according to Claim 9 or 10, wherein there [[is]] are a plurality of projection image models and said processing of transparency of said polygon model is performed to the plurality of projection image models.

14.   (Currently Amended)   The device according to Claim 11, wherein there [[is]] are a plurality of pairs of said projection image models of characters and said polygon models, and when these pairs overlap, a disabling means is provided between the bottom pair and top pair for disabling the data of transparency of the polygon model of the bottom pair.

15.   (Currently Amended)   The device according to Claim [[9 or 10]] 14, wherein said disabling means includes separately an additional polygon model which transparency is set 0, and this additional polygon model is set upon the projection image model of said character.

16.   (Original)   The device according to Claim 9 or 10, wherein said polygon model is a tabular polygon and said character model is arranged on this tabular polygon.

17.   (Currently Amended)   An image processing device comprising an image processing means for performing an image processing movement which generates a shadow of [[the]] a motion character moving on [[the]] a display screen, when lights are irradiated to the motion character by a plurality of light sources, further comprising:

a shadow model which has color information and [[the]] a transparency of 100% designated corresponding to each of the light sources;

a gradation table wherein each of said shadow models overlap, each make a top layer and the transparency of said shadow models is set;

a filter polygon which is overlapped under the ~~graduation~~ gradation table except the match of the shadow model and the ~~graduation~~ gradation table which is at [[the]] a bottom most layer, has no color information designated but the transparency of 0 % designated.

18.   (Canceled)

19.   (Canceled)

·20.   (New) A method for processing an image, comprising:

providing a character model;

providing a polygon model for applying a transparency set to said

character model; and

applying said polygon model to said character model and when applying

said character model to said polygon model, performing the image processing of half

transparency for said character model based on said transparency data.

21.   (New) The method according to Claim 20, further comprising:

setting for said polygon model, data for gradation processing, by which the

transparency changes in order; and

performing for said character model, when said character model is applied

to said polygon model, the gradation processing of half transparency.

22.   (New) The method according to Claim 20 or 21, wherein said character

model is a projection image model corresponding to an object.

23.   (New) The method according to Claim 22, further comprising providing

said projection model as a shadow model of the object.

24. (New) The method according to Claim 20 or 21, wherein there are a plurality of projection image models;

said method further including performing said processing of transparency of said polygon model to the plurality of projection image models.

25. (New) The method according to Claim 22, wherein there are a plurality of pairs of said projection image models of characters and said polygon models;

said method further including providing, when these pairs overlap, a disabling means between the bottom pair and top pair for disabling the data of transparency of the polygon model of the bottom pair.

26. (New) The method according to Claim 25, wherein said disabling means includes separately an additional polygon model which transparency is set 0; and

said disabling including setting said additional polygon model upon the projection image model of said character.

27. (New) The method according to Claim 20 or 21, further including providing said polygon model as a tabular polygon; and

arranging said character model on said tabular polygon.

28.   (New) A method for processing an image, comprising:

performing an image processing movement which generates a shadow of a motion character moving on a display screen, when lights are irradiated to the motion character by a plurality of light sources;

providing a shadow model which has color information and a transparency of 100% designated corresponding to each of the light sources;

providing a gradation table wherein each of said shadow models overlap and make a top layer and the transparency of said shadow models is set; and

overlapping a filter polygon under the gradation table except the match of the shadow model and the gradation table which is at a bottom most layer, has no color information designated but the transparency of 0% designated.